The Land of Amaral

Goal

-To defeat all the enemies in both level’s 1 and 2

Classes

-3 different classes/roles the user can choose from

-The players uses the arrow buttons on the keyboard to control their character.

-*Range* class fires projectile arrows at enemies, very agile class.

-*Melee* class slashes with his sword at enemies, slower than the range and mage class in speed but has an increased amount of health

-*Mage* class casts fireball projectiles which do more damage than both range and melee; however requires mana for each cast.

Skill Points

-The player acquires experience from slaying monsters and/or bosses, once past a certain threshold the player “Levels-up” and is allowed to increase a certain stat/ability by gaining a skill point

-The list of stats: *health, mana, strength, defence, mana regeneration, power and accuracy.*

-*Mana, power* and *mana regeneration* only applies to the *Mage* class. The *Mana* ability facilitates the amount of mana a user has available. *Power* facilitates how much damage a user can inflict and *mana regeneration* facilitates the amount of mana that is restored.

-*Strength* only applies to the *Melee* class, it affects the amount of damage the user can inflict.

-*Accuracy* only applies to the *Range* class, it affects the amount of damage of the user can inflict.

-*Health* and *Defence* affect all classes, *Health* affects the amount of health a player has while *Defence* facilitates the amount of damage reduction from opposing monsters.

Equipment

-The player can obtain equipment throughout the Land of Amaral, either from monsters once they are slain or randomly located in the world.

-The equipment found can either be *Potions* and/or *Armour*.

-*Potions* are vials of liquid that increase health or mana(red for health and blue for mana) when used.

-*Armor* affects various stats (as explained above) depending on which armor is equipped, there are 3 tiers of *Armor* each with increased stats for your player.

Monsters

-These are the enemies in the Land of Amaral, they are randomly found throughout the world.

-They drop different types of armour and weapons as well as give experience to the user so he/she can level up.

-*Cyclops, Spider, Scorpion, Monkey, Wolf, Skeleton* are monsters located in the Land of Amaral.

Bosses

-The bosses are much stronger than monsters and there is 1 boss located in each level.

-The *Necromancer* is the boss located in level 1, his special ability is that he has a 10% chance to heal himself

-The *Blood Lord* is the boss in level 2, his special ability is a 10% chance to deal damage over time to the player

-These bosses drop powerful equipment when slain.

Levels

-There are 2 levels in this game, the first level is of a forest atmosphere with trees and grass covering the area and the second level being a desert-like land.

-These 2 levels differ from monsters as well as cartography.